
Subject: A question about cumulative quantization noise/dither

Posted by [Deej \[1\]](#) on Sat, 10 Sep 2005 17:56:34 GMT

[View Forum Message](#) <> [Reply to Message](#)

* step in a final master. the full 32 bit range is only useful if you have passages that almost disappear (read classical music). With busier styles of music, or higher track counts, the least significant bits are buried anyway, so I wouldn't sweat it. I would definitely opt for the solution that does not add audible noise to the final mix. If there is one thing I hate, it's noisy tail!!! ;-)

David.

DJ wrote:

> Due to cumulative dither noise which I am hearing in the tails of my bounced
> tracks before I fade them, I have been considering removing the dither
> plugins from my Cubase channels that are handling the quantization noise
> from Cubase SX as the channels are individually truncated from 32bit to 20
> bit when they leave the SX environment and travel through the Paris 20bit
> ADAT channels for summing in Paris.

>

> My ears will be the final judge of this and I don't h

Subject: Re: A question about cumulative quantization noise/dither

Posted by [gene lennon](#) on Sat, 10 Sep 2005 18:12:38 GMT

[View Forum Message](#) <> [Reply to Message](#)

ave time to do a lot of

> critical listening/experimenting with this right now, but I'm just
> wondering, *in theory*, would the cumulative quantization noise that would
> result from the truncation of, say 20 + tracks, be offset by one final
> dither of the bounced mix?

>

> I'm leaving town tomorrow, but will be glad to be the guinea pig on this
> when I return next week sometime. I'm just wondering if anyone has already
> tried this or wants to hazard a guess based on the science behind it?

>

> Deej

>

>

> I don't know why you're dithering more than one time, on the
> very last step before mastering, in the first place.

Are you gaining anything by this - save for more noise? I mean,

in terms of some kind of sonic quality?

Neil

"DJ" <animix_spam-this-ahole_@animas.net> wrote:

>Due to cumulative dither noise which I am hearing in the tails of my bounced
>tracks before I fade them, I have been considering removing the dither
>plugins from my Cubase channels that are handling the quantization noise
>from Cubase SX as the channels are individually truncated from 32bit to
20

>bit when they leave the SX environment and travel through the Paris 20bit
>ADAT channels for summing in Paris.

>

>My ears will be the final judge of this and I don't have time to do a lot
of

>critical listening/experimenting with this right now, but I'm just

>wondering, *in theory*, would the cumulative quantization noise that would

>result from the truncation of, say 20 + tracks,

Subject: Re: A question about cumulative quantization noise/dither

Posted by [Deej \[1\]](#) on Sat, 10 Sep 2005 18:29:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

be offset by one final

>dither of the bounced mix?

>

>I'm leaving town tomorrow, but will be glad to be the guinea pig on this

>when I return next week sometime. I'm just wondering if anyone has already

>tried this or wants to hazard a guess based on the science behind it?

>

>Deej

>

>

>This was the reason for my question. Either way I do, I'm going to have
either cumulative quantization noise or cumulative dither noise because I'm
truncating multiple tracks. If one dithering pass can cure the cumulative
quantization noise, then, if the cumulative quantization isn't so bad that I
feel like I have to start using subtractive EQ in the frequencies where it
is creating harshness, then a single dither would be the ticket if it will
address the *cumulative* quantization noise.

When I get back, I'm going to *undither* the mix template and see what kind
of results I get.

I have found that the Waves IDR seems to yield a nicer result with my
bounces that have cumulative dither noise than the Apogee UV22 that I would

normally use.

Anyway, thanks for your feedback.

"Neil" <OIUIU@OIU.com> wrote in message news:432333fb\$1@linux...

>

> I don't know why you're dithering more than one time, on the
> very last step before mastering, in the first place.

>

> Are you gaining anything by this - save for more noise? I mean,
> in terms of some kind of sonic quality?

>

> Neil

>

>

> "DJ" <animix_spam-this-ahole_@animas.net> wrote:

> >Due to cumulative dither noise which I am hearing in the tails of my
bounced

> >tracks before I fade them, I have been considering removing the dither
> >plugins from my Cubase channels that are handling the quantization noise
> >from Cubase SX as the channels are individually truncated from 32bit to
> 20

> >bit when they leave the SX environment and travel through the Paris
20bit

> >ADAT channels for summing in Paris.

> >

> >My ears will be the final judge of this and I don't have time to do a lot
> of

> >critical listening/experimenting with this right now, but I'm just
> >wondering, *in theory*, would the cumulative quantization noise that
would

> >result from the truncation of, say 20 + tracks, be offset by one final
> >dither of the bounced mix?

> >

> >I'm leaving town tomorrow, but will be glad to be the guinea pig on this
> >when I return next week sometime. I'm just wondering if anyone has
already

Subject: Re: A question about cumulative quantization noise/dither

Posted by [Deej \[1\]](#) on Sat, 10 Sep 2005 18:36:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

> >tried this or wants to hazard a guess based on the science behind it?

> >

> >Deej

> >
> >
> >

> If there is one thing I hate, it's > noisy tail!!! ;-)

Well.....at least you can't smell dither.

;oP

"Dave(EK Sound)" <audioguy_nospam_@shaw.ca> wrote in message news:43232cba@linux...

> If the tracks in SX are fairly hot, I would let the transfer
> process truncate them rather than dither. Really, dither
> should be the *last* step in a final master. the full 32
> bit range is only useful if you have passages that almost
> disappear (read classical music). With busier styles of
> music, or higher track counts, the least significant bits
> are buried anyway, so I wouldn't sweat it. I would
> definitely opt for the solution that does not add audible
> noise to the final mix. If there is one thing I hate, it's
> noisy tail!!! ;-)

>
> David.

>
> DJ wrote:

>
> > Due to cumulative dither noise which I am hearing in the tails of my
bounced
> > tracks before I fade them, I have been considering removing the dither
> > plugins from my Cubase channels that are handling the quantization noise
> > from Cubase SX as the channels are individually truncated from 32bit to
20

> > bit when they leave the SX environment and travel through the Paris
20bit

> > ADAT channels for summing in Paris.

> >
> > My ears will be the final judge of this and I don't have time to do a
lot of

> > critical listening/experimenting with this right now, but I'm just
> > wondering, *in theory*, would the cumulative quantization noise that
would

> > result from the truncation of, say 20 + tracks, be offset by one final
> > dither of the bounced mix?

> >
> > I'm leaving town tomorrow, but will be glad to be the guinea pig on this
> > when I return next week sometime. I'm just wondering if anyone has
already

Subject: Re: A question about cumulative quantization noise/dither
Posted by [audioguy_nospam_](#) on Sat, 10 Sep 2005 18:58:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

cron@hydrorecords.compound" target="_blank">cron@hydrorecords.compound> wrote in message

news:43236564\$1@linux...

> [] DC... (nutball)

> [] Dumbya (speaks for itself, smart yet retarded)

> [] Tyrone (dude is like a tree stump)

> [] Michael Bliss (dude is just straight delusional)

> [] rick (dude is actually funny tho)

>

> put an X next to your choice by September 30th

>

>

>

> yo moderator... delete this thread

>

>

> Why are you getting truncation? is it because you're going from SX into Paris digitally? I've read a few of your posts about how you have your system set-up, but honestly, without doing the same thing myself, it's hard for me personally to visualize what's going on. If you're getting truncation because you're going digitally into Paris, have you considered coming out of SX with a 4-buss analog submix (through your Multiface) and into the Paris analog 8-in's?

Neil

"DJ" <[animix_spam-this-ahole_@animas.net](#)> wrote:

> This was the reason for my question. Either way I do, I'm going to have
> either cumulative quantization noise or cumulative dither noise because I'm
> truncating multiple tracks. If one dithering pass can cure the cumulative
> quantization noise, then, if the cumulative quantization isn't so bad that

I

> feel like I have to start using subtractive EQ in the frequencies where
it

> is creating harshness, then a single dither w

Subject: Re: A question about cumulative quantization noise/dither
Posted by [Neil](#) on Sat, 10 Sep 2005 19:28:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

ould be the ticket if it will
>address the *cumulative* quantization noise.
>
>When I get back, I'm going to *undither* the mix template and see what kind
>of results I get.
>
>I have found that the Waves IDR seems to yield a nicer result with my
>bounces that have cumulative dither noise than the Apogee UV22 that I would
>normally use.
>
>Anyway, thanks for your feedback.
>
>
>"Neil" <OIUIU@OIU.com> wrote in message news:432333fb\$1@linux...
>>
>> I don't know why you're dithering more than one time, on the
>> very last step before mastering, in the first place.
>>
>> Are you gaining anything by this - save for more noise? I mean,
>> in terms of some kind of sonic quality?
>>
>> Neil
>>
>>
>> "DJ" <animix_spam-this-ahole_@animas.net> wrote:
>> >Due to cumulative dither noise which I am hearing in the tails of my
>bounced
>> >tracks before I fade them, I have been considering removing the dither
>> >plugins from my Cubase channels that are handling the quantization noise
>> >from Cubase SX as the channels are individually truncated from 32bit

Subject: Re: A question about cumulative quantization noise/dither
Posted by [Deej \[1\]](#) on Sat, 10 Sep 2005 21:23:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

br />
to
>> 20
>> >bit when they leave the SX environment and travel throught the Paris
>20bit
>> >ADAT channels for summing in Paris.
>> >
>> >My ears will be the final judge of this and I don't have time to do a
lot
>> of
>> >critical listening/experimenting with this right now, but I'm just
>> >wondering, *in theory*, would the cumulative quantization noise that

>would
>> >result from the truncation of, say 20 + tracks, be offset by one final
>> >dither of the bounced mix?
>> >
>> >I'm leaving town tomorrow, but will be glad to be the guinea pig on this
>> >when I return next week sometime. I'm just wondering if anyone has
>already
>> >tried this or wants to hazard a guess based on the science behind it?
>> >
>> >Deej
>> >
>> >
>> >
>> >
>> >
>
>"Neil" <OIUOIU@OIU.com> wrote in message news:43236aec\$1@linux...
>
> Why are you getting truncation? is it because you're going from
> SX into Paris digitally?

That's right. I'm tracking in Paris at 24 bit, converting the .paf's to
..wav, then importing them to a Cubase Mix, processing them at 32 bit, the
squeezing them back through a bunch of Paris 20bit lightpipe inputs to be
summed there.

I've read a few of your posts about
> how you have your system set-up, but honestly, without doing
> the same thing myself, it's hard for me personally to visualize
> what's going on where. If you're getting truncation because
> you're going digitally into Paris, have you considered coming
> out of SX with a 4-buss analog submix (through your Multiface)
> and into the Paris analog 8-in's?

that would be too easy Neil.....remember.....this is Mr.Simplicity we're
talking about here ;o)

>
> Neil
>
>
>
>
>
> "DJ" <animix_spam-this-ahole_@animas.net> wrote:
> >This was the reason for my question. Either way I do, I'm going to have
> >either cumulative quantization noise or cumulative dither noise because I'm
> >truncating multiple tracks. If one dithering pass can cure the cumulative
> >quantization noise, then, if the cumulative quantization isn't so bad
that

> I
> >feel like I have

Subject: Re: A question about cumulative quantization noise/dither
Posted by [Deej \[1\]](#) on Sat, 10 Sep 2005 21:24:08 GMT
[View Forum Message](#) <> [Reply to Message](#)

to start using subtractive EQ in the frequencies where
> it
> >is creating harshness, then a single dither would be the ticket if it
will
> >address the *cumulative* quantization noise.
> >
> >When I get back, I'm going to *undither* the mix template and see what
kind
> >of results I get.
> >
> >I have found that the Waves IDR seems to yield a nicer result with my
> >bounces that have cumulative dither noise than the Apogee UV22 that I
would
> >normally use.
> >
> >Anyway, thanks for your feedback.
> >
> >
> >"Neil" <OIUIU@OIU.com> wrote in message news:432333fb\$1@linux...
> >>
> >> I don't know why you're dithering more than one time, on the
> >> very last step before mastering, in the first place.
> >>
> >> Are you gaining anything by this - save for more noise? I mean,
> >> in terms of some kind of sonic quality?
> >>
> >> Neil
> >>
> >>
> >> "DJ" <animix_spam-this-ahole_@animas.net> wrote:
> >> >Due to cumulative dither noise which I am hearing in the tails of my
> >bounced
> >> >tracks before I fade them, I have been considering removing the
dither
> >> >plugins from my Cubase channels that are handling the quantization
noise
> >> >from Cubase SX as the channels are individually truncated from 32bit
> >to
> >> 20
> >> >bit when they leave the SX environment and travel through the Paris

> >20bit
> >> >ADAT channels for summing in Paris.
> >>> >
> >> >My ears will be the final judge of this and I don't have time to do a
> lot
> >> of
> >> >critical listening/experimenting with this right now, but I'm just
> >> >wondering, *in theory*, would the cumulative

Subject: Re: A question about cumulative quantization noise/dither

Posted by [Neil](#) on Sat, 10 Sep 2005 23:23:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

;o)

"cron" <cron@hydrorecords.compound> wrote in message news:432367dc@linux...

> just kidding by the way... you dont have to answer...

>

> PS I meant to include Brandon on that list.... what is that dude like 12?

>

>

> "cron" <cron@hydrorecords.compound> wrote in message

> [news:43236564\\$1@linux...](mailto:news:43236564$1@linux...)

> >[] DC... (nutball)

> > [] Dumbya (speaks for itself, smart yet retarded)

> > [] Tyrone (dude is like a tree stump)

> > [] Michael Bliss (dude is just straight delusional)

> > [] rick (dude is actually funny tho)

> >

> > put an X next to your choice by September 30th

> >

> >

> >

> > yo moderator... delete this thread

> >

> >

> >

>

>Well, I guess this click is to tight to include my lame questions, but seriously, I started reading some of the threads in this group and now I realize it's not ME that needs the help.

Can't say I didn't try.

Over and out.Hmmmmm.....well.....OK.....I saw that you asked a lot of

questions about what you should do. Looks like you haven't made up your mind about which direction you should go. Looks like you've got a lot of ideas and options. I posted up what I'm doing in a thread titled *For you guys who are looking to sync paris.....yadda yadda*.....

The ADC in Cubase is nice. There are latency issues using analog gear with Paris.....not big insurmountable issues, but little 1.5ms issues. There are some issues using SX and Paris too and there is some specific hardware that works for this really well. If you check the attachment to my post, the gear you see there will work. I know this for a fact. It's easy to dig a money pit expert timing until you find the right combination of stuff. If you want to shoot the breeze about this, e-mail me at animix@animas.net. I'll be back in town toward the end of next week and might be able to help you point yourself in the right direction. If you want to search my posts, there is a lot of info there about using Paris in tandem with a native DAW. Gene Lennon is doing this too.

and..... I'm always in need of help so you pegged it pretty well.

;O)

"Joey B." <joeybeebad@hotmail.com> wrote in message news:4323a379@linux...

> Well, I guess this click is to tight to include my lame questions, but
> seriously, I started reading some of the threads in this group and now I
> realize it's not ME that needs the help.

>
> Can't say I didn't try.

>
> Over and out.

>
>OK.....here goes.....

.. I've included a photo if anyone is interested. I hope it shows up.

>

nice looking setup.

> Right now, I have PARIS set up on it's own, using some outboard gear as
> inserts and aux. FX.

1.5 ms round trip from A/D to D/A. Be sure to compensate.

>I've also found a way to use the Aux sends as busses so
> that I may strap stereo dynamics ac

Subject: Re: A question about cumulative quantization noise/dither

Posted by [Deej \[1\]](#) on Sun, 11 Sep 2005 00:35:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

ross a multiple track sub.

You're going to get eh same 1.5 ms doing this so you may hear a little phasing. Dimitrios was taking about tding this in an earlier post. You might want to search his recent posts.

I do very > little editing, and don't really use any PARIS effects. I essentially am > using PARIS as you would a tape deck and desk, I do use the editor for track

> alignment with multi mic sources, and I will on ocasion remove a flub, but

I

> did that with mutes back in the day anyway.

Pretty much the same with me, except that I do find the Paris FX to be handy for some things.

>

> I have a second computer running SX which has an RME HDSP 96/52 in it. I

> really only use it to transfer SX tracks from another studio into PARIS,

but

> I think I'd eventually like to either begin recording into SX or even

> upgrade to Nuendo, and simply use PARIS as a mixer. The main reason dor this

> is to use the SX latenc compensation. I also have a couple UAD-1s and some

> soft synths that I may or may not use (I have 8 analog channels of decent

> compression and EQ, and prefer using these, printing them to disk as I

need

> more channels). My ultimate goal is to eventually replace PARIS with

either

> a mixer (probably a neotek) or a summing box (probably an API). The biggest

> problem is that PARIS is SO easy to use for me compared to SX. I'm from

the

> old school. Learned on a 4 track cassette, moved to a Tascam 38 1/2",

> eventually replaced it with a couple af DA-38s and then PARIS.

>

> My first question is...where would you all go from here?

I will eventually

> need some nice converters. Should I buy a Lynx Aurora or Appogee DA and

> AD-16x now (I have a big ben and it makes a noticable difference with the

> stock PARIS converters). Has anyone compared either to the stock

converters

> at 44.1 with a good clock?

I use the WC from my Mytek converters (10 picoseconds). It makes a very

positive difference to my ears.

How would that integrate with the ADAT module at

- > only 20bit? (I noticed one of you all mentioning having to dither every
- > track to 20 bit).

Read my recent (and not so recent posts) posts. Lots of info there.

- >
- > Maybe I should use what I have now, then when I'm ready, move to something
- > like a Nyquist RADAR and a real board? SX or Nuendo just seems more tempting
- > because I'm half way there, and only need the converters, but I sure like
- > the idea of a closed system such as RADAR or even the new TASCAM 48 track.
- > The problem is I am sometimes frustrated with PARIS as it seems to have some
- > issues with routing sound when I don't tell it to (I was recently doing a
- > drum sub using an auxiliary mix to two new tracks and I was getting aux
- > bleed, even when no auxiliary send was active).

Are you using Paris 3.0? I think the aux bleed problem was solved in this version.

It's stuff like that that

- > just makes me drop what I'm doing and go eat a doughnut or something.

Yep. It's definitely got some frustrating quirks and limitations.

- >
- > Anyway, sorry if this post is a little confused, but I AM a little confused
- > right now. Maybe I just need to vent a little bit, but hopefully a
- > beneficial discussion can come of this.

- >
- > Thanks,
- >
- > Joey Bee
- >

Give me a call sometime at 970-769-0499 if you want and we can discuss this.

DJ

- >
- > i guess i'll vote for me. seems that gives me the triple crown in bipedal dis functionality as i'm

an idiot

a drunk

and now the stupidest redneck in the neighborhood...kewl. and to

think my mom thought i'd never amount to anything.

On Sat, 10 Sep 2005 19:00:01 -0400, "cron"
<cron@hydrorecords.compound> wrote:

>[] DC... (nutball)
>[] Dumbya (speaks for itself, smart yet retarded)
>[] Tyrone (dude is like a tree stump)
>[] Michael Bliss (dude is just straight delusional)
>[] rick (dude is actually funny tho)
>
>put an X next to your choice by September 30th
>
>
>
>yo moderator... delete this thread
>
>Greetings :)

Anyone needing AES Passes for this - Please I

Subject: Re: A question about cumulative quantization noise/dither
Posted by [Dimitrios](#) on Sun, 11 Sep 2005 17:58:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

N0dX

Z3eHI6e3x//aAAwDAQACEQMRAD8AK15mNoOvgrFMOMbJA7iP7leOLU14Owd5
89UU117RsbExM6Ge61DPwc3hajKJMiPJT+yudqGyflBGFUHT2/kKtY4O4NbL
nRo1ok/1h+8mmShHu55xXM5EfJO3FsdG1u6eBC1bacp9lLfRfoXySwiYrd9L
+1/01NjLBEMIMkNPwO120/yXe16XueS7gvu4zqTERx5JvSGvtB8dAtqzBvsj
YA33S4+Z/wDMkOzpmS0QGyYnnSPNIZB3Cval2csAgRA08gmLXTI+7sr7cSyl
OrvACUm45EyBpqf70uMI4C5rxZH0QPHRD2nf7tPIBa4x2vEBog9xx96TsGsC
XwPDyRE0cBaVfpPJGjT5wifZxpLZnyVluNjt10AHMyiTU36OrifgEuJXC0zj
iOPIAUTQNzBAmHaafyFcOI98FpBnvOnKk7p75YZbw/Wdf8H/ANJAyHdlgez/
AP/Q7RmHbYNWtiTxpp+and0uyPbr5f71rModuLnOkeA0RHUgjcN902xezF5
2zFLXBpE6cg7h+CyfrUywfV3MDHuqcXUAWMO1zQb6g7a+W7V2VmJubDREd51
K5/654O36t5ctc9hsxt1dbg15Hr1fRstD62f22J8coNAsc8NAkdNXyn9nYlv
87ZY+BJFlobP0tGtd6jnLp/qVk5OL9ZcLAXrnV4eVtbk4o91TiMM2ixrX/zd
7fQq/TV7LLP8J6qxmUlrbwamPa0jdW+9tcz9FvqMfv8A6/prU+qLSPrp0sHs
SJGo0wbfzgpclMvJZgkTMA2X0H619QzOi9Cy+odPrYcikVem+0SybLa6Hhz
NzPo1v8A3l5zZ9cfrrkFu/qQr2uBARorAkH2uc7/AL572L0P6/M3fVLNY54Z
LscF5BIH6xR+a33LysVsbE30uefzfcIE/vn2/wCco8AjKJmHZverX5pSjlAH
o9p9SfrL1bJzG9J6qft3q0uvqyzDbWlga62izY3ZdW/1P0H0LKf5v9L/AIPr
rMf1NRRoCQCdJXBfUIT9ZsfUOfu1bxxj6hemNtoENaRqYACZIPDP0jpa+14
ogkubk41GNWHgwXctd/0ljZV53OEaAnX+K287Bf6e91hcfzpnjsufvbB5+SI

wkEb2w5gQdqROyCk24yDPCA4FINceFMwat+nJAldOo/BFN59h3fvf98VCsOH
bj/Xsikn2aae7/viaav6rxs//9H1RQdZBI2n4qsM4udDRIE69IJ2TzLgB56J
3Ceow8QTerHI1WD9eS236sZdboANmMDIBGuRR2cy7/z0tf12/muGnEeSwfr0
w5H1Xy6mRufZjACCeMip30Wz+6nRj6h5hbMnhPk+e12YrBuDms3aG1rCIEOb
6lW3G3/Sd+m2ejbYrn1Rdu+vHTneLieT/wBwbv8ASF1n+e+xZZ6S8OLzaNBM
mstkHgtN291o/VJor+u3TWg7gHlu7gOjCtbugbm7v6j1Znw8MqN6Fr4PnGr3
/wDjAb6/1TzamludjgF0huuRRztDI5IX0uwwfXx2yfok2A+et27+SvRvru
+w/VXM+zu2278XY4GNftFP5xXnAq6u+JscZ0htgGnmylvkmYrESBIR16pzm5
Dyeh+obPT+tNDf3cW8EkBp0+z/SaHWbf+3LF6JZjVixr6wPb2Mwf6y81+pD7
GfWar1SXO+y5BNk75MUPLt59zty9Fdk1OdtDpPZNY3xWOwZoEcEbpfKLCP01
ntlkj4fyfpOVS7EpZ727bHEcaHRRzb6S5pJO5uol8+yqP6g0aCAOYHklGJoU
snKNm6a+S3ad5ZAJgcKuGODJaI7n/crL81pPYIDfIM1OmunCmBPZhlHdHtcA
HakEmD8Ei4wzT97/AL4hvyqxp+CicxssOm2HfD8xO17KsP8A/9Lq/wBoQNok
AHyUT1Nx13T81kF/l31UN0kDhXuANHjk7bepRqSdeFm/WbOGZ0O/G9zvUso
a0PdDbA/21nfu4/dVYvA+Kp9SulXLHVmX1W1BwbyD7LNv0Xf4G5j/wCokYCi
eoGijklVOGaS1rt4slMbawNo3NMs2Cvd/W9X9EifV+0U/XLCfucQ2zlwgn9U
ePeNPehG28NEPDOdkTtOvucxlrG/zb9z/wDz4z8xD6bY8/WjFL3OeS/V7tXE
/Zjuc535z3O9yA1BB6ogSCT2Be2+sec6zoOQwaS/H51/w1evt3O9q5lW2QQ1
w3u0IEEn+U/j971P+M9Na/VrR+zbATA30k6gcWM1I3sasM5OQ+XNsaCJHu2g
gH3em7a/b9L6P/qxCUalAA+q0yvV0vqza5v1iBmSca8lw0ma6pXYjJPHHwXC
9CtLOt7p19C3Xnllf5yt9d+tWb0jZTjYVWUx1LLrLbHPZs3vsoE+IZW30/0
X84jKgLPGWJ2Hg9Xa4u+k4x4SgGuo8ifmuR6V9eMrO6lR07OwK6DluYyi2h
zxtNomt9jMh9zbqXy3+bfT/136C6EXkxB18PilHUaFUxR1Db9GmOB5QoFIA7
LP6p1Kzp2Fbkuq9R9RYPRc70p3uFXuscDs27liU/XYH3ZWC6uoiQ7Hs9Rw7+
6u302v8A7D606j4rRrsA9PFI4aEi6iWCBw7t/UVey3a5zHQSwlpjyQH31i+l
nd7LXxOu1hoZuP8AJ32+mjwovwf/07OB1np/VK7bMPcRS4NsbY0NILw59Tva
5+6uxrH+5GL2Hlcb9Ubizql9QMMtxSXgyZNZqsrc3d9H3Pcuqfku1NaXmA6y
uocmXWuFVfHu/OV4NOQ1ru2am1vurY7VrntDhPIJAXFYfUuq5bOotse+97hT
k7S1rf0zL8fEbYPT2O2txv0f5IT9n6RdcS0iwrIFdgcDxGx8rguksqc9vLT6
FkOPtcYNLdv0tv8ApEidFoG+38vV/wBy3COPWP8A6O71CRtaA3kA1s2Ne57n
Oa32M2InTP8AxSYkj03S3cwAgtP2X6G137qmaMcuLWtc8Rplk/nEOO1zvp7f
5xD6dH/ObH0gbpDddB9mdw7+SkD+zpSo9flu91l2zpVpY0uch0w0cn9lzTg/
9SsAZGWTPovJHch/wnlvuW31exn2N2OHRe8V3V1zDyxtzKt7Gu+k31P3f9Ha
sjZkatcQT3A7R/W+i3T/ANepSlvospN0W3/LAJAaTRZLddJZX+9P/Vlf1n6h
bjdSpfXc6iz0KnstYWhw9N2Zw14/SN/S/Q9Wrf8Azf6RQ6TcR9YK2ug+q19Z
8pp9Xe3/ALZRutW0U9TptugBldDmlxhn/a52uj/pO+j+j/69SmZiPbOl6heB
rE1emzgYvULMfq+HIA/bDgmuxw3NblqLrXVsyX7vbtD+7/l/Sel6i37vrdfb
S6irp99Fjy0C2rLa2wNY9j7WUvZQ17LL62Po3t/0n83Z9BYTbHHqFdtjgS/H
DnPawtndq6a2j6f5v/Cf4P8ARenYrmLtdkVtLPVnhj2B43QdrHWGt7XbtngU
/q/81d/pbFCMhEaH1ZZ1pcdhfX/0FB0/q/U6X04teRkZGN7duG6wlmjfUpaG
Ftu1tTv0K/0vpfQrU8625z7X25FWbZc3e+6hwO5z9tnq2tvprdv9L09lVv
qfpLP03qLNwt/wBoY60FoY1hDmANc0kfq7men9Pd+j3/AOFemsJbjV2turc9
8F7Wb94cRO61zv0e56mgRofCkyj6vsfRcm8G6yNQXO/Ksb7XZ/zqLCP0ZoGO
Ha/RFH21zeNv9lc2z99T6V1KvM6dRk5uSx2Q8Wnl2uabSK3Pe5woZt3XfZ/z
WM965g9Yyf2oOpbP0gvNnoS7btMVfZvo/wCgHpeopZTFAjwl/gsUcZsx8K+r
/9Th+ldSHS+oHJlInRQDTdX7QXVuDd3p2e/bY3YyZf/3xafUvrFh5+OzFxBdV
dD7Hts2MG4M/RbL2Pfv9NzrLPU9Olc5Za0RLQDHw7nsmpyAHhxa4hoPtYB+c
Nvue7+wrwFVa01zCxdbO11HOvy8HBZdP2rFZay6y1wclH2WDbbvc6xz/ANE3

0Mjf/wAX/NKvhC53UmWVw1ha/Y4ua0tcG7Wbn7vY5u1mxUX9Ra6RscATJII5
Dt+7/NRcLJrGS2tu5wDbABYGiAQSPH+slxROgOq0wkASR0l+LuEmXDR22Wkn
ZEzx6p3Md7/z2/4NUbMw4nWG5h1FNldro5LQysWNbtLfpM3t+nsRXZFRDdz9
WiY0EEfQrgs9zf5SoZ7LLMmz027i8NFcd91df0UtgSsh8zovyK8/NszWVlrr
37qWO/SOaxx9BrdzP3msfvbXV6aM6hzRAre2T7SKXggfvQ5u2l+9v81/1z9E
snDzQ69wqBPpsG0u0MhzNP0btuzc9/0VeGc+DJsaHCYbaXGRxva4tQ1NGOoR
IUaKTppDPrHQ2wiuXbQHw33Ox3trZLtvvc97Wf11Lr5Zdmu1spbQKaLHQHNL
t2Ufe3ds9N+3Ztv9Oz/g1k5db8vMLNzf0r2D1biWtnYPdad1n0nfnb/5xDx7
R1C63Jz3MtudY0vss3hxDhabHzS5jXu3bPZs9X/rFV6jzToGPXQsgjYB/dA8
130uf7zSbG+iza60xAsd/OV/zDr3bnehuf8A+Q9OLaA44zrGejU5zGOexwmJ
cH2u9Z+2p7Whz2f4NEoraXvc0MaAGO2kva4iG2zX6jciyvfhqeq/9H/oVC5l
VLKbwa3kOY5pDy5zmD80/o9jNmzY/wDwv/BoRrh+i+zda+H2f3mNN9tVhe3c
Hvrra7RxIBDdh3WNse1+1jNj69n/AAH6NPblOycWvDFIjhW8OaHPitohzX7a
/wBG1rn+z6f/AG6gMtyq3N9Ox1LXtYd4cQCGiN38vZ7vapYraQ5hucAHSpbu
3Nj861rRZ9L8z2o6UB2tNVcuvRkBveKwdpbE1t9pGw7G7iWCr6Hu3uW1+0up
wKjY37IMc1g+jT6foFwsdR6m/wDebv8AT37/AFf+3ljdP2Pzq67NK3N2Eww7
Q90bmeqPS9m/d/6TV6OleqPbcHafz6lZeXSlS9H82xrv8J/hP+DfX+IRkCRY
uttNkHSQD//V4BnTn3ua0Ctz2wHNbezUfnu3mx+3d/xSPX0PMq+jLRoS20g
kiNw/n2u2/uLcp6/hveQym5sck1taAP6xejP69hViXNub/Ya4f8AgdqucETv
q1TOWzzn7CzDL7S5jmtArLH1vmAW+9xuZ6fs9jNjbECvp9rLwaHS9rTG8j7o
rc9dJZ9ZMJrN2y94In2jw/eO7a1VP+cdF7y1mPeJ1Be89v8AOYlwwHmnjmb0
0aRuzmj063gVahu6S8AE+nvP0He36exqq2MtychzHua3JsidHNbIA+jZ79v0
P3VfvtrsdLWOb5FwcqbcuurJbtaXkHse/H5+xqVBAJvZmelX1F0H0h6bQRNT
nOfDPV37La3Mr9Rv6N3/AKkRjvDht9dpJIA/Re3aN3uJ9z2vWmeqNDdja5ED
Sv1NvH75rexUbL22S7a8Hz2/+RSMQKCDKR3aTqTIZB

Subject: Re: A question about cumulative quantization noise/dither

Posted by [Neil](#) on Mon, 12 Sep 2005 13:11:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

all EDS submixes, right? No native ones in use?

>"deadmeat" <scott@postmodernblues.com> wrote:

>>

>>Hey all. This is kinda strange, and wonder if anyone else has experienced

>>it.

>>

>>I run a 4-card system with a few MECs. Due to having different

>>kinds of inputs and outputs on different MECS,

Subject: Re: A question about cumulative quantization noise/dither

Posted by [Deej](#) on Tue, 13 Sep 2005 15:23:48 GMT

[View Forum Message](#) <> [Reply to Message](#)

seduced by the plug-ins and automation available in Logic.

> And yes, I can hear a difference on the mix buss... It still wrenches

> my gut sometimes, but I can't help myself. ;-)
>
> Last time I was here people were talking about using PARIS as a mix buss
> for Native DAWs. Are there people still doing this? Is it worth it?
>
> Thanks!
> BillYeah API's on the list for next year! I just need one pre right now to augment
the AM-16's. I am looking for something more "forward" with some sheen btu
can also get some funk. Sound like the GR may do that.

"PN" <

Subject: Re: A question about cumulative quantization noise/dither
Posted by [Neil](#) on Tue, 13 Sep 2005 15:42:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

#64;nospam.com" target="_blank">pnl@nospam.com> wrote:

>I have the 2NV and I've been really pleased with it.

>You can get a nearly transparent sound out of it or dial in one with some

>attitude.

>Having an output control is really helpful and the 'iron' button is quite

>useful.

>For an overall pre, you can not go wrong with the GR NV

>

>My main preamps are GR and API.

>I find for some E. Gits, Kick, Snare, Toms, Bass and about 75% of the vocals

>I do (mostly rock, pop) I mostly use the APIs.

>

>And OMG, for Bass, an API into a DBX 160vu is the dream team come true.

>

>"cujo" <chris@applemanstudio.com> wrote in message news:4326d8ce\$1@linux...

>>

>> Anyone using the great River NV edition?

>>

>> I am looking ot add a single pre for Electric guitars and lead vocals..and

>> what ever else I feel like running through it.

>>

>> I must say my tastes run more late 60's mid 70's so I was thinking about

>> the Funkenwo

Subject: Re: A question about cumulative quantization noise/dither

Posted by [Deej \[1\]](#) on Wed, 14 Sep 2005 16:53:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

x..." target="_blank">43285511@linux...

> Try hitting F8 while it's going through it's start up...hopefully a window
> will come up and allow you to start the comp in last working config mode
> or safe mode. If not try an alternate vidoe card after that I'm at a loss

>

> my \$0.02

>

> Don

>

>

> "Pete Ruthenburg" <ruthenburg@sbcglobal.net> wrote in message

> news:432841d6\$1@linux...

>>

>> SO I turn on my PC and everything comes on,fans,lights,but
>> nothing comes on the monitor.It doesn't sound like the computer
>> is going through its normal boot sequence either.I tried the
>> reset button,nothing happens.

>>

>> I'm not too PC savvy as this is my first PC.

>>

>> Any help PLEASE?!

>>

>> Pete

>

>on mine it just hangs until i re hit the power switch to turn it off
the hit it again and it boots.

On Wed, 14 Sep 2005 10:37:33 -0600, "DJ"

<animix_spam-this-ahole_@animas.net> wrote:

>Normally what happens with mine is that I boot the computer and I don't hear
>a beep. I shut it down, then I reboot and after about 3 seconds I hit the
>reset button, I hear a beep, the video card is recognized and then
>everything is fine.

>

>I don't know if it is the PSU or not, but if you're running 4 x EDS cards
>and a full load of HD's, you're probably skating pretty close to the edge.

>

>Deej

>

>"Pete Ruthenburg" <ruthenburg@sbcglobal.net> wrote in message

>news:43284d67\$1@linux
